

Amendments to the Claims:

The listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently amended) A gaming machine comprising:
 - a gaming machine housing;
 - a master gaming controller adapted for executing a game of chance played on the gaming machine and communicating wirelessly with one or more peripheral devices used to play the game of chance selected from a player tracking unit, light, ticket printer, card reader, speaker, bill validator, ticket reader, coin acceptor, display panel, key pad, coin hopper and button pad, wherein the one or more peripheral devices are mounted within the gaming machine housing, wherein the master gaming controller comprises:
 - a wireless communication manager executed by the master gaming controller adapted for managing wireless communications between (i) the master gaming controller and the peripheral devices, (ii) the peripheral devices, or both (i) and (ii); and
 - said wireless communication manager further adapted to configure a peripheral controller associated with one of the one or more of said peripheral devices to be configured to communicate wirelessly with both the master gaming controller and one or more of said peripheral devices;
 - said wireless communication manager adapted for managing wireless communications including being adapted to configure the peripheral controller by assigning a communication identification key to said peripheral controller.
2. (Canceled)
3. (Canceled).
4. (Previously Presented) The gaming machine of claim 1, wherein assigning a communication identification key includes assigning a global unique identifier wherein the global unique identifier is used to wirelessly communicate to and from at least one peripheral device associated with said peripheral controller.
5. (Previously Presented) The gaming machine of claim 1, wherein assigning a communication identification key includes assigning a frequency range wherein the frequency range is used to

wirelessly communicate to and from at least one peripheral device associated with said peripheral controller.

6. (Previously Presented) The gaming machine of claim 1, wherein assigning a communication identification key includes providing a frequency hopping algorithm wherein the frequency hopping algorithm temporally assigns different frequency ranges within which to communicate to and from at least one peripheral device associated with said peripheral controller.

7. (Previously Presented) The gaming machine of claim 1, wherein assigning a communication identification key includes assigning a formatting protocol wherein different formatting protocols are assigned to different devices within the gaming machine, and wherein the formatting protocol allows at least one peripheral device associated with said peripheral controller to filter out wireless communications intended for other devices.

8. (Previously Presented) The gaming machine of claim 1, wherein assigning a communication identification key includes providing a spread spectrum wherein the spread spectrum provides information allowing at least one peripheral device associated with said peripheral controller to reassemble packets received from the master gaming controller or another peripheral device, packetize communications to send to the master gaming controller or another peripheral device, or combinations thereof.

9. (Original) The gaming machine of claim 1, further comprising an internal network manager adapted for managing an internal wireless network implemented in the gaming machine.

10. (Original) The gaming machine of claim 9, wherein managing the internal wireless network includes counting a number of packets lost to determine a reliability rate.

11. (Original) The gaming machine of claim 10, wherein the number of packets lost includes packets for which no acknowledgement was received, packets that were corrupted, or a combination thereof.

12. (Original) The gaming machine of claim 10, wherein managing further includes adjusting the internal wireless network if the reliability rate exceeds a desired level.

13. (Original) The gaming machine of claim 9, wherein managing the internal wireless network includes monitoring different frequency channels.

14. (Previously Presented) The gaming machine of claim 1, wherein at least one of the one or more peripheral devices includes a programmable interface, wherein the programmable interface allows interchangeability of at least one peripheral device within the gaming machine.

15. (Original) The gaming machine of claim 1, wherein wireless communications between the master gaming controller and peripheral devices and between peripheral devices are confined within the gaming machine housing.

16. (Original) The gaming machine of claim 15, wherein wireless communications within the gaming machine are transmitted with a limited strength, range, or a combination thereof, in order to reduce cross-communication with devices external to the gaming machine.

17-40. (Canceled)

41. (Currently amended) The gaming machine of claim 1, wherein the master gaming controller and the one or more peripheral devices communicate using a wireless communication protocol selected from the group consisting of IEEE 802.11a, IEEE 802.11b, ~~IEEE 802.11x~~, and hiperlan/2, ~~and HomeRF~~.

42. (Previously Presented) The gaming machine of claim 1, wherein the one or more peripheral devices includes a player tracking unit.

43-48. (Canceled)